

Escape from Packet Hell

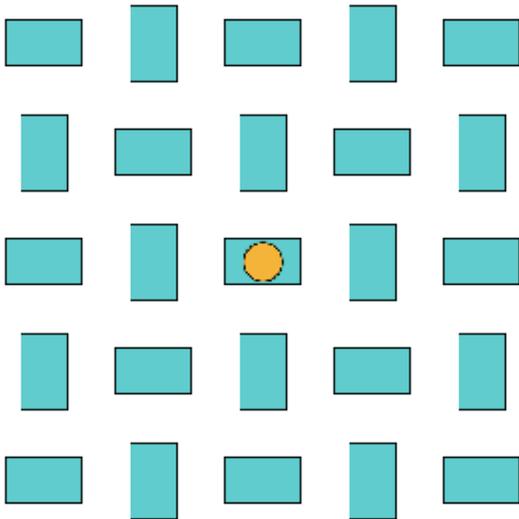
A Waiting for Food in a Restaurant Game
by Chuck Henry (c) 2008

Introduction: If you're like me you only eat at the classiest of joints... you know places that have a napkin dispenser, a tray of sugar packets, and if you're lucky your own bottle of ketchup! No doubt the service is just wonderful too. Friendly, but slow. I created this game to play while waiting for your grease burger you ordered with extra grease.

Materials Required: 25 sugar packets, 2 players and 1 coin. (Don't lose that coin... it's your tip for after the meal!)

Object of the Game: When the coin lands on a player's home packet, that player has won.

Setup: Arrange the sugar packets like so and place the coin as shown.



Play: The packet in the upper right hand corner belongs to player 1 and is that player's home packet. The packet in the opposite corner is player 2's home packet. Randomly choose a player to go first. Alternate taking turns until a player wins or your food arrives (in which case you both win)!

On your turn you may do one of the follow actions:

- **Rotate a Packet** - Turn a packet from the horizontal position to the vertical or vise-versa. The packet can be any packet except your opponent's home packet. Yes, you can

rotate the packet the coin sits on.

- **Move the Coin** - Move the coin as far as you wish along an open path. An open path consists of any number of packets aligned the same way; horizontally or vertically. (Yes, the coin may be stopped before the end of an open path.) The coin must leave the packet along a path matching the packets alignment. So if the packet is horizontal, then the coin must move horizontally from that packet. The coin must stop if the path is no longer open. If the path leads to the edge of the board, if the packet on the other edge of the board matches alignment, then the path continues. As soon as the coin's movement has ended, the packet it began movement on is then rotated from the horizontal position to the vertical or vise-versa.

Example:

Before:



After:

